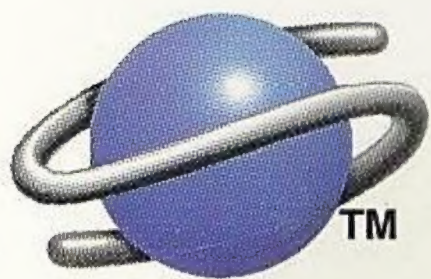SEGA™

Digital Pictures™

SEGA SATURN™

DOUBLE SWITCH™

"...a sophisticated, big-budget blend of Night Trap and 7th Guest."
Electronic Games

THE CINEMATIC MYSTERY

Get me outta here!

There's

a killer

in the

building.

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TEEN
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AGES 13+

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.

T-16207H

WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game–dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions–IMMEDIATELY discontinue use and consult your physician before resuming play.

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HANDLING YOUR SEGA SATURN DISC–INSTRUCTIONS
• The Sega Saturn Disc is intended for use exclusively with the Sega Saturn™ system. • Do not bend it, crush it, submerge it in liquids, smudge, or scratch its surface. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc. • KEEP YOUR SEGA SATURN DISC CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth - wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

CONTENTS
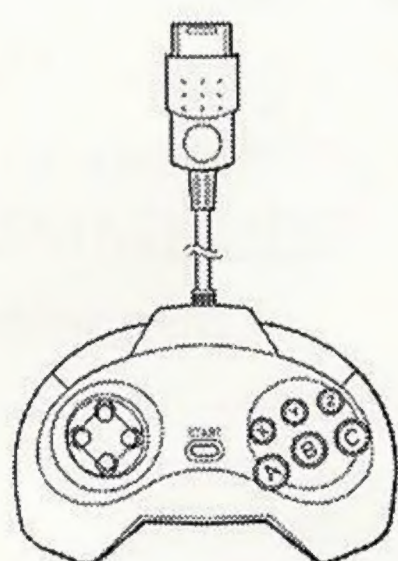
Sega Saturn Unit

Control Pad

Sega Saturn Unit, Control Pad, and CD

1. Set up your Sega Saturn system as described in the documents that came with the system. Make sure you have your control pad plugged into port 1 (the one on the left).

2. Turn on your TV or monitor, then turn on your Saturn. The Sega Saturn logo screen will appear.

3. Lift the CD lid. Place the Double Switch disc #1 into the tray, label side up. Lower the lid.

4. If the Sega Saturn logo is still on the screen, press **Start** to begin the game. If the Control Panel is on the screen, and the "Start Application" button is NOT highlighted, then move the cursor to the "Start Application" button and press **Start** to begin.

5. An alternate start: Place Double Switch disc #1 into the tray, label side up. Lower the lid. Turn on your Saturn. The system goes directly into the game.

THE EDWARD ARMS

➤ *The Edward Arms*

At the turn of the century, famous industrialist Lionel Atwater Edward III financed an archeological expedition to Egypt's Valley of the Kings. As a side trip, he visited the Treasury of Isix, the mythological figure believed to hold the key to the Pharaoh's riches. At the time of Edward's visit, stories circulated widely of a vast treasure within the building…but, generally, these stories were regarded as incredible rumors.

However, one fact from that era has been recorded: A priceless statue of Isix vanished from the tomb at about the time of Lionel Atwater Edward III's expedition.

Lionel Atwater Edward III returned to New York to begin construction of his much heralded mansion, The Edward Arms. (Edward's dig was assumed to be unsuccessful and was quickly forgotten.) Columnists of the day were quick to spot the Egyptian influence in the building…most conspicuous of all was the grand entrance hall, built to resemble the interior of an Egyptian temple.

Lacing through the building like veins were dumbwaiters, laundry chutes, elevator shafts and staircases. The building was praised and scorned by different architectural factions. Rumors grew up around it. One neighbor claimed that its rumblings sometimes woke her from her slumbers. Indeed, The Edward Arms was once an elegantly appointed palace where Presidents dined and dignitaries pontificated. And despite years of decline, some of that elegance still peeks through at us.

Lionel Atwater Edward III died shortly after the completion of The Edward Arms of what were reported at the time to be natural causes. His funeral was a society affair. Always the eccentric, he chose to be buried in his archeological khakis, with what one newspaper described as a "souvenir of his archeological pursuits" in his hands.

Years passed. And over time, the family fortune seemingly disappeared – though his descendants still lived in the house and rumors persisted that somewhere within he had hidden a vast haul of treasures. The neighborhood deteriorated. The heirs were forced to convert the once stately mansion into an apartment building. The laundry chutes were forgotten; the dumbwaiters rusted. Succeeding generations made alterations to the grand estate: some knew what they were doing, others didn't.

Until Eddie went to work.

Raised by eccentric parents, Eddie explored every nook and cranny of his ancestral mansion. He found the ancient dumb-waiter and rode it up and down. He explored the long forgotten laundry chutes. He found hidden spaces behind the walls where, decades ago, tenants had stashed their ill-gotten cash. He also uncovered secret passageways and chambers his grandfather had built.

Eddie knew The Edward Arms more intimately than anybody has ever known a building. It was his world. His secret. He loved it.

And Eddie wanted to protect it from enemies, outside and in. Fearing that it was prey to burglars, he built an elaborate security system.

As time went on, the criminals became more sophisticated. So too did Eddie's system. Some traps were designed to ward off intruders; others to punish; a few to eject unwanted or probing strangers from the building – a do-it-yourself criminal justice system.

As our story begins, someone has trapped Eddie in the basement and switched off his controls...

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MAIN CHARACTERS

Eddie Is the lead character, the designer of the security system. Some bonehead locked him in the basement and he wants you to help him get out.

Lyle is the handyman. Eddie doesn't like Lyle.

Elizabeth is the manager of The Edward Arms.

Alex is the young journalist, just out of college. She lives in the left apartment on the first floor.

Grads. Laura is the aspiring architect who lives with **Phoebe**, the dynamic, young archeology student, in the right apartment on the first floor.

Jeff is the leader of SCREAM, the band that lives upstairs in the left apartment on the second floor.
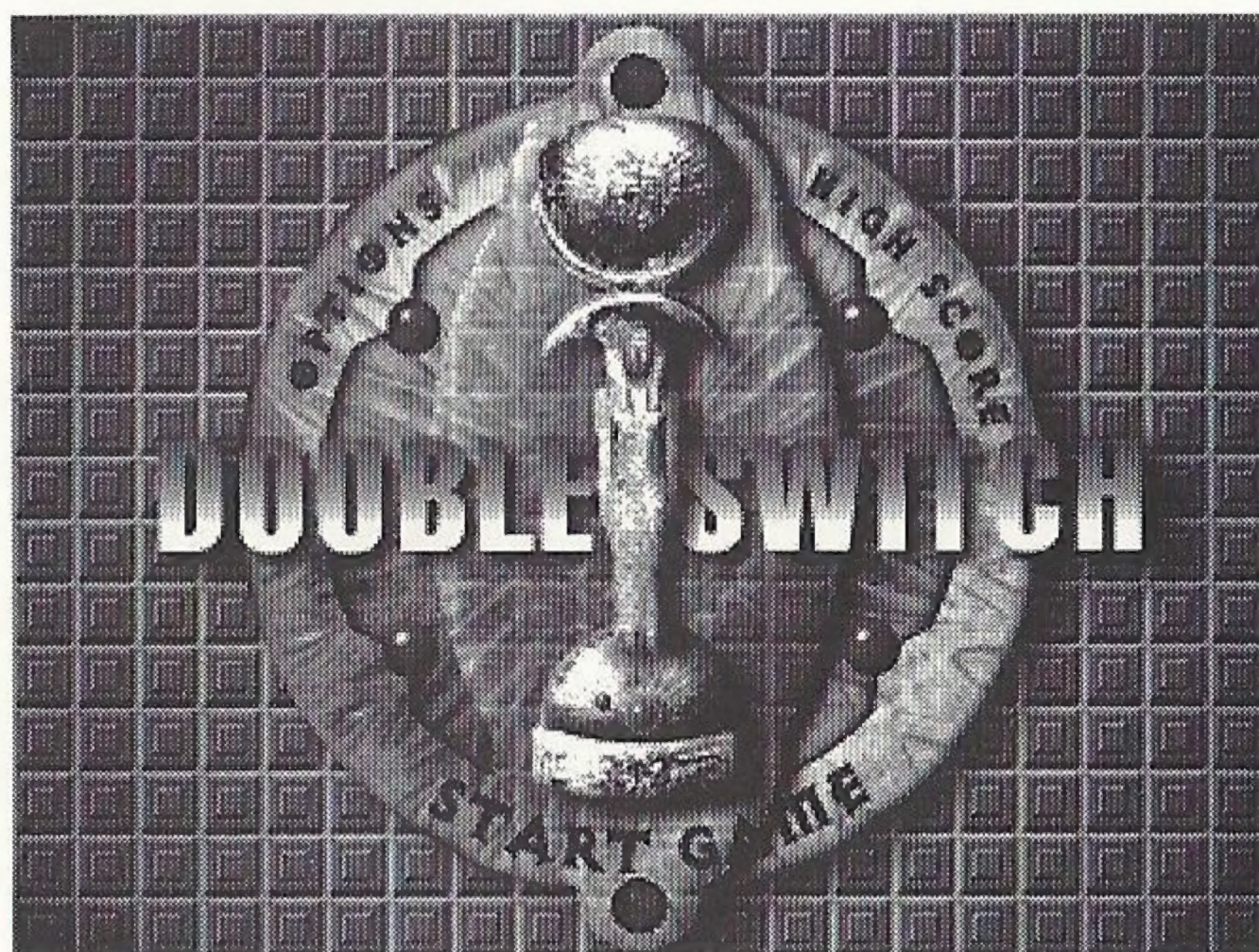
Brutus is the dangerous, aging mobster who lives in the right apartment on the second floor. He's spent most of his life behind bars.

START SCREEN

➤ *Start Screen*

START GAME

To begin a new game, highlight the **START GAME** item and press the **START button** on your controller.

HIGH SCORES

After a good game, you can save your score.

To see the **HIGH SCORES**, highlight the **HIGH SCORES** item and press the **START button.**

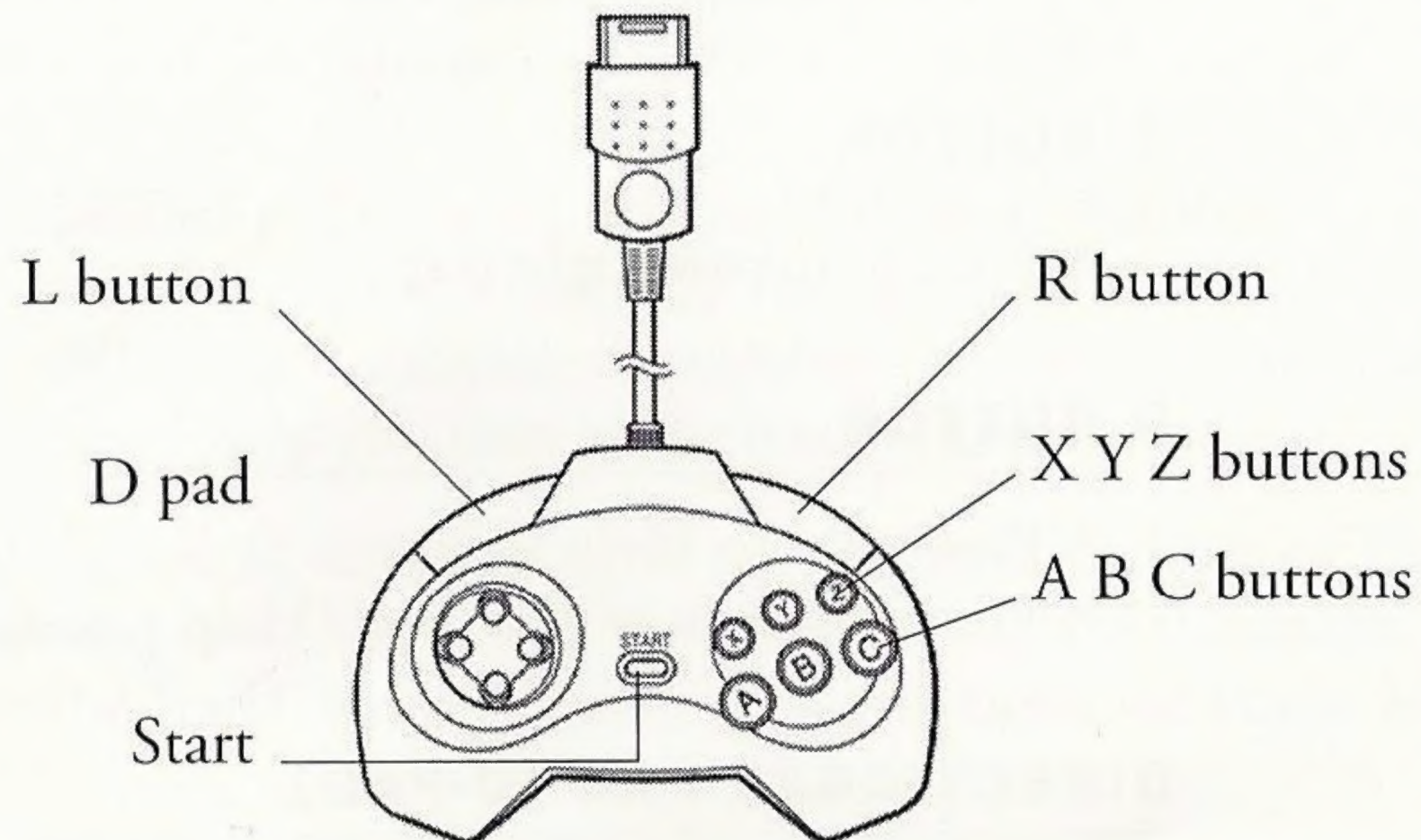### OPTIONS

To go to the **OPTIONS** Menu, highlight the Options item and press the **START button.** (For a detailed breakout of this screen, see **OPTIONS SCREEN** below.)

CONTROLS

➤ *Sega Controller Diagram*

The default assignments are labeled in the diagram above.

START BUTTON

- Press to skip over credits.
- Press to pause game and display blueprints of the room.
- Press to resume play when in pause mode.

A BUTTON

- Press 3 times to arm left trap.
- Press 4th time to trigger left trap.
- Press to skip over Eddie's introduction.

B BUTTON

- Press 3 times to arm middle trap.
- Press 4th time to trigger middle trap.

C BUTTON

- Press 3 times to arm right trap.
- Press 4th time to trigger right trap.

X BUTTON

- Press to disarm left trap.

Y BUTTON

- Press to disarm middle trap.

Z BUTTON

- Press to disarm right trap.

R BUTTON

- Press to view **Help** screens.
- Press to return to play from **Help** screens.

DIRECTIONAL PAD (D-PAD)

- Press up, down, left or right to highlight a room on the Building Map.

L BUTTON

- Press to view highlighted rooms on the Building Map.

A + B + C + START

- Press A+B+C+START simultaneously to quit game and go to START SCREEN.
- Press A+B+C+START a second time to view the Sega Saturn on-screen CONTROL PANEL.

NO CONTROL: When Eddie takes control of the game, the control panel dims and you are temporarily unable to move around the building, view blueprints or activate **traps.**

NOTE: The principal functions of Buttons A, B and C described in this section are the default settings, which can be reset in the OPTIONS SCREEN (see page 11).

HOW TO PLAY

When you start the game, Eddie welcomes you to The Edward Arms and introduces you to the residents: Elizabeth the manager, Lyle the handyman, Brutus the ex-con, and Alex the journalist. He encourages you to trap all outsiders – as well as Lyle, Eddie's foe – and help him get out of the basement by collecting the lock code numbers. You have a surveillance screen to help you help Eddie out of his predicament.

At the left of the screen, you see the Building Map of The Edward Arms Mansion. On the bottom right of the screen, you see the Trap Control Set and, on the far right, the Power Meter.


➤ *Surveillance Screen*

You want to follow the Double Switch story and the action in the Mansion by viewing those rooms where one or more characters have assembled. The colored bars on the Building Map indicate what characters have gone to what rooms: green bars indicate tenants, red bars thugs, and orange bars intruders. Listen for audio cues and look for flashing lights on the doors of the Building Map to signal a character's entrance into a room.

You view rooms by switching from video monitor to video monitor. To select a room, you move the highlight cursor with the **D-pad** to the room you want to observe and then activate the monitor in that room by pressing the **L-button.**

To see where the traps in a room are placed, or to pause the action, you press the **START button**; a blueprint of the room will appear showing the locations of all traps and triggers. To return to the game, you press the **START button** again.

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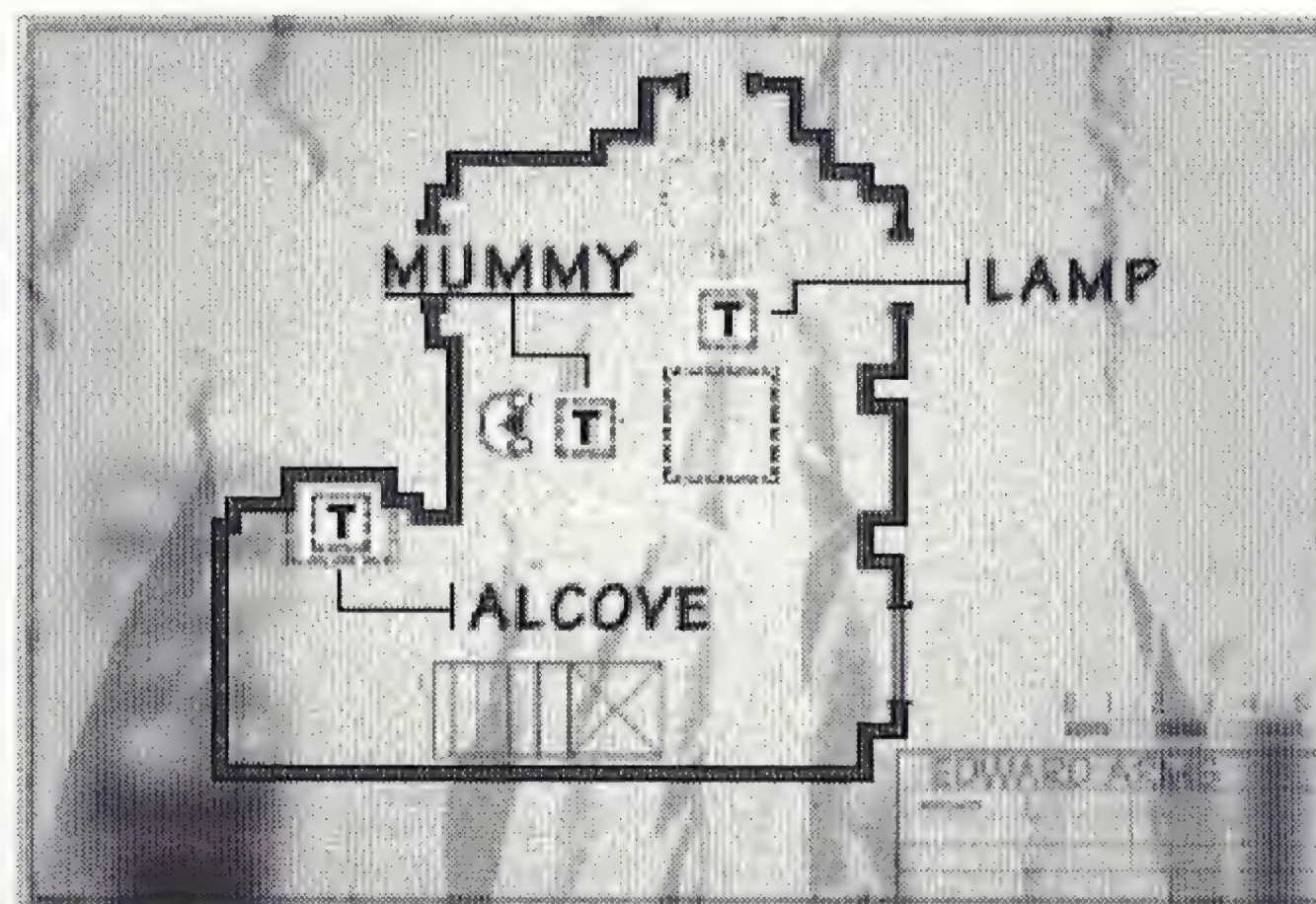
➤ *Blueprint*

To set a trap, press the correct **A, B** or **C button** three times; when fully armed, the trap turns green. The fourth time you press the button, you spring the trap!

NOTE: Be careful. Every time you arm a trap, you use building power. This can be dangerous because you may trigger a Power Overload.

➤ *Power Meter*

Although you can set more than one trap in more than one room, don't try to set too many traps before you need them. You will cause a Power Overload and all set traps will spring! Watch your Power Meter: when it moves into the red, this is your alert that too many traps have been set.

When a character you want to trap touches or steps on a trigger, such as a tile on the floor, spring the trap by pressing the correct **A, B** or **C button**.

Your job is to protect the tenants and to help Eddie get out of the basement. Keep your eyes open for anyone who threatens the tenants and look for code numbers in the power boxes in each apartment. If you don't discover the code numbers when the boxes are opened, you miss an

opportunity to help Eddie. This makes Eddie mad and he will disconnect you!

OPTIONS SCREEN
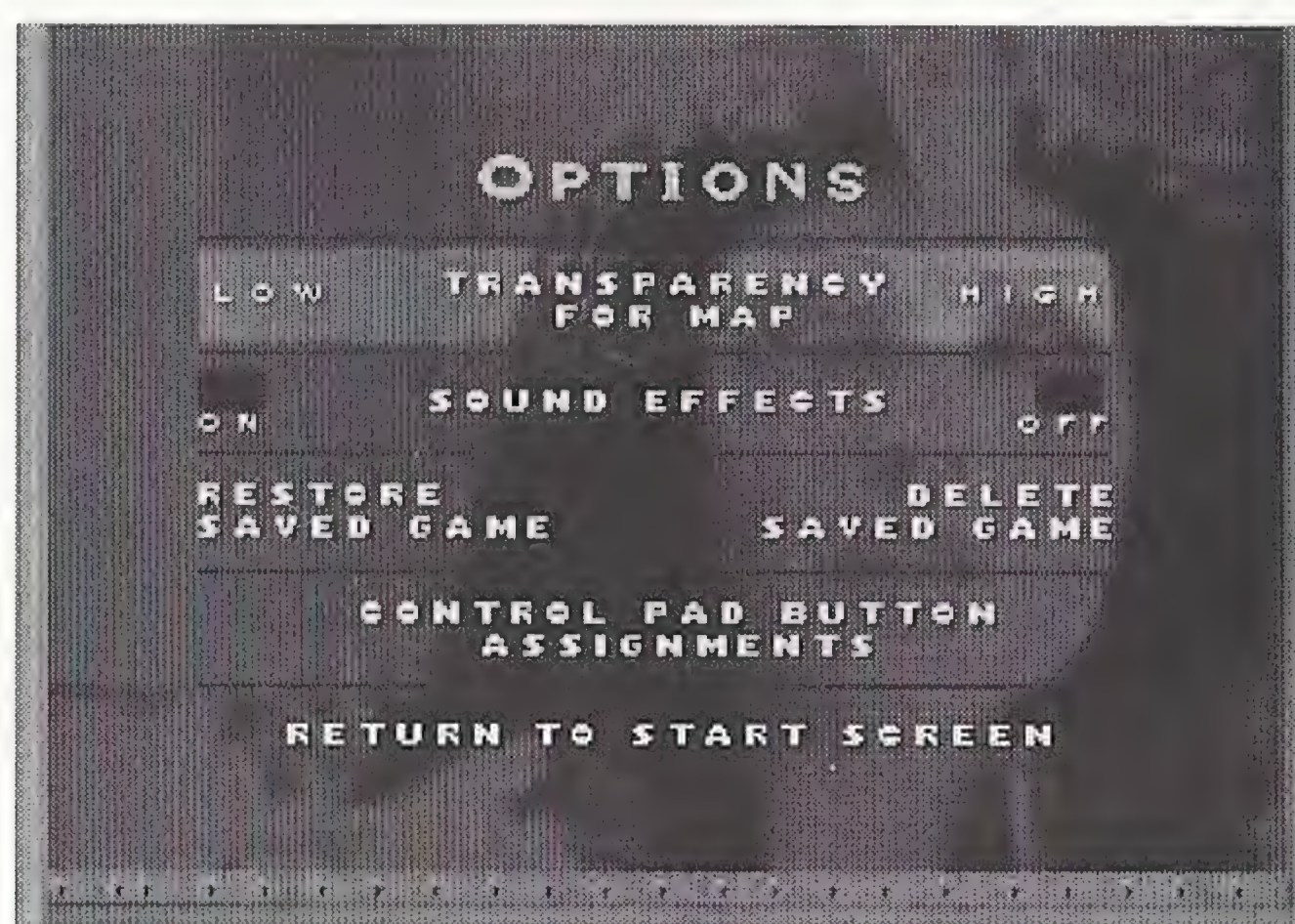
➤ *Options Screen*

TRANSPARENCY FOR (BUILDING) MAP

A grey filter enhances the appearance of the character bar indicators in the rooms on the Building Map: for higher transparency, use a lighter filter; for lower transparency, use a darker filter.

Move **D-pad** up or down to highlight "Transparency For Map."

Move **D-pad** right or left to select the desired level of transparency.

SOUND EFFECTS

Turns sound effects off or on. (Note: The sound track that accompanies the picture image cannot be turned off.)

Move **D-pad** up or down to highlight "Sound Effects."
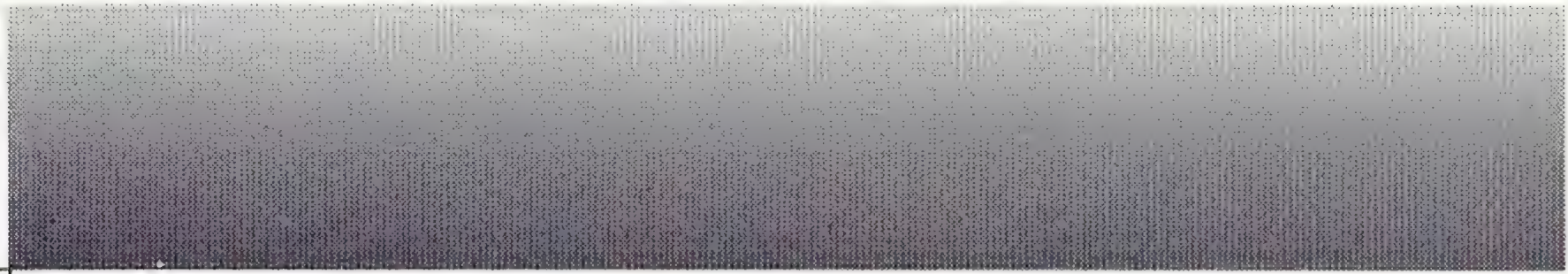
Move **D-pad** right or left to select "ON" or "OFF."

RESTORE SAVED GAME

Restores a previously saved game.

Move **D-pad** up or down to highlight "Restore Saved Game."

Press the **START button** or **A-button** to view the "Restore Saved Game" Screen.

Move **D-pad** up or down to select the game to be restored.

Press **START button** or **A-button** to restore that game.

Press **C-button** to cancel and return to **Options Screen**.

SPECIAL MULTI-DISC NOTE:

Double Switch is a two-disc product. If you insert Disc #2 and want to start a new game, you will be asked to insert Disc #1. You can restore saved games that were saved from Disc #2 by going to the **Options Screen**.

Sometimes you will be prompted to insert one disc or the other as you make progress through the game. For example, at the end of Act I and Act II, a screen will appear instructing you to change discs.

In the **Sega Control Panel**, use the **D-pad** to highlight the **Start Application button** and press the **START button** to continue play. Do not be concerned at this point that a restart has occurred. No loss of data will take place. The state of the game will automatically be continued on the disc you've been instructed to insert.

BACKUP RAM FULL WARNING:

Because the Sega Saturn system must be reset between disc changes, Double Switch will write a small file to your Saturn's backup RAM so that it can remember your position in the game. If at the time you must change discs you don't have enough backup RAM available for this file, a "Warning" screen will appear instructing you to delete a saved game. When the "Warning" screen appears, press the START button to bring up the Delete Saved Game screen.

DELETE SAVED GAME

Erases a previously saved game.

From the Options Screen,

Move D-pad up or down and left or right to highlight "Delete Saved Game."

Press the START button or A-button to view the "Delete Saved Game" Screen.

Move D-pad up or down to select the game to be deleted.

Press the START button or A-button to delete game.

Press C-button to cancel and return to the previous screen.

DELETE BACKUP FILE:

Erase back up files from battery backed up RAM when you get an error message saying that the battery backed up RAM is full.

CONTROL PAD BUTTON ASSIGNMENTS
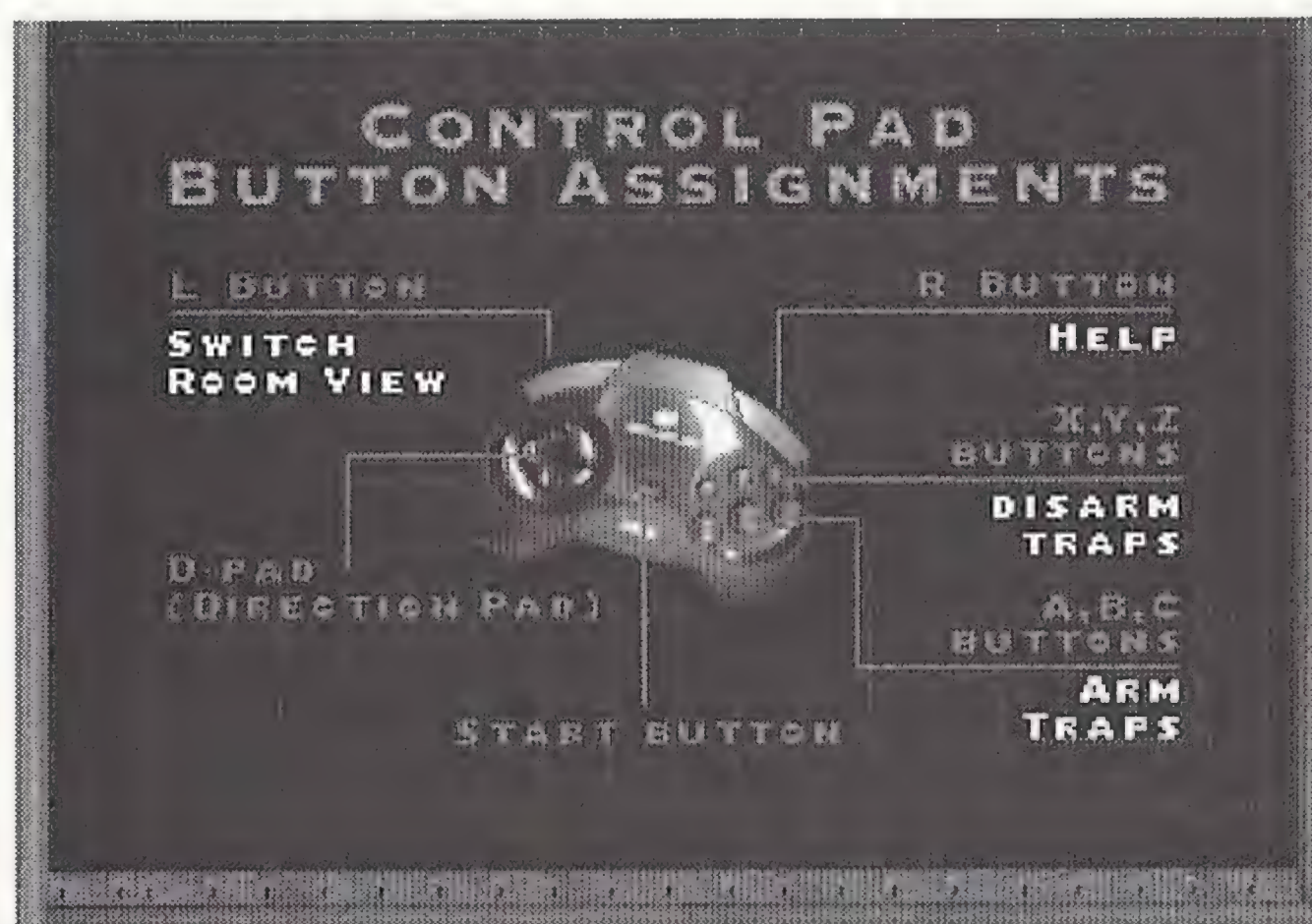
Swaps control functions among selected buttons.

From the Options Screen,

Move D-pad up or down to highlight "Control Pad Button Assignments."

Press START button or A-button to select.

The "Control Pad Button Assignments" Screen will appear.

➤ *Control Pad Button Assignments*

1. The **L button** and **R button** can be reassigned to **Help Screen**, **Switch Room View** or **Hide Interface** (which lets you see the video unobstructed by the interface graphics); either the **Left** or **Right button** must be assigned to **Switch Room View.**

2. To swap a button assignment on the controller, press the button you want to change and scroll through the options; stop on the desired option.

3. In **Default Controls**, the A,B,C buttons are set to arm traps and the X,Y,Z buttons are set to disarm traps. To reassign functions, press any button of either group (A,B,C or X,Y,Z) and the swap will automatically take place.

4. To lock in the new assignments, press the **START button** to accept the changes and to return to the main **Options Screen.**

5. To re-set the button assignments to **Default Control Settings,** press the **D-pad** in any direction.

RETURN TO START SCREEN

Move the **D-pad** to highlight the "Return to Start" Screen.

Press the **START button** or **A-button** to activate.

SAVE GAME SCREEN

When you complete Act I and Act II, you will be prompted to save your game. Press the **START button** to save game, or press the **A, B** or **C button** to continue without saving the game.

GENERAL TIPS

Don't worry about letting characters escape. It isn't *possible* to capture all of them, and you don't *need* to capture all of them. A good rule of thumb: Try to capture at least as many characters as you let escape.

Remember the bar/color indicators: Green bars indicate tenants; orange bars indicate intruders; red bars indicate thugs. A word of caution: When in a room together, orange and green characters need your immediate attention!

You may want to arm traps to green (3rd click) before a character reaches the trigger; this way, you only need to press the trap button once more to activate the trap when the character touches the trigger.

If two characters appear in two rooms simultaneously, double – click the trigger for the trap that will be used *last,* then switch to the other room and trap that character *first.* When you switch back to nab the remaining character, your trap is already partially armed. This increases your opportunity to react quickly.

Pre-arm your traps: Use the audio and flashing light entrance alarms as a cue to prepare the traps you think the character might touch.

SPECIAL HINTS

➤ *Power Box*

It's essential you get the code numbers from the power boxes in the rooms. In Act I, the order in which the codes appear will always be the same. Once you've determined this order and you observe a character entering the next room in the sequence, go immediately to that room to obtain the code.

In Act I, Eddie wants you to trap Lyle, the handyman. But, don't be too hasty! Lyle reveals a few interesting secrets in Act II!

When you see characters in the storage room, get there quickly to trap them before they switch you off at the power box and the phone lines.

When the mummy appears in Act II, protect the tenants by *disarming* a trap and then trapping the mummy!

Don't forget to protect the basement after Eddie switches the basement camera over to you.

CREDITS

A DIGITAL PICTURES PRODUCTION

Executive Producer	Tom Zito
Original Concept	James Riley
Interactive Design	Ken Soohoo James Riley
Computer Graphics	Lisa Seaman
Musical Score	Thomas Dolby
Editing	Kate McGowan
Production Design	Barry Robison
Director Of Photography	Sandi Sissel
Story	Christian Williams James Riley
Screenplay	Flint Dille
Computer Programming	Warren T. Gee
Produced By	Paul A. Levin James Riley Dena Maheras
Directed By	Mary Lambert

Associate Producer	Carina Chocano
Product Marketing Manager	Justine Rosenheck

Package	The Design Office of Wong and Yeo
Manual	Damore Johann Design

CAST

In Alphabetical Order

Alex	Camille Cooper
Lyle	R. Lee Ermey
Phoebe	Wendy Gazelle
Eddie	Corey Haim
Elizabeth	Deborah Harry
Brutus	Irwin Keyes
Bang	Brooke McCarter
Slick Sammy	Taylor Negron
Laura	Kim Oja
Jeff	David Packer

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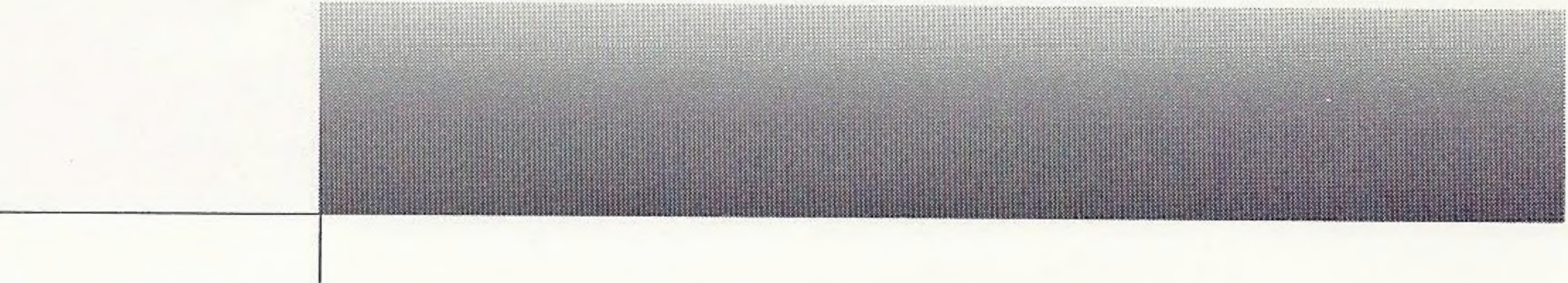
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